UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/941,329	08/29/2001	Charles Buckley	BLD920010026US1	6579

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EXAMINER
REILLY, SEAN M

ART UNIT	PAPER NUMBER
2153	

DATE MAILED: 03/16/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	Applicant(s)
Office Action Summary	09/941,329	BUCKLEY ET AL.
	Examiner	Art Unit
	Sean Reilly	2153

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE <u>3</u> MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on <u>07 February 2005</u>.

2a)☒ This action is **FINAL**.   2b)☐ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-26* is/are pending in the application.

    4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-26* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

    Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

    Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a)☐ All   b)☐ Some * c)☐ None of:

    1.☐ Certified copies of the priority documents have been received.

    2.☐ Certified copies of the priority documents have been received in Application No. _____.

    3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

    * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)

2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)

3) ☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date _____.

4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

5) ☐ Notice of Informal Patent Application (PTO-152)

6) ☐ Other: _____ .

DETAILED ACTION

This Office action is in response to Applicant's amendment and request for

reconsideration filed on 2/7/2005. Claims 1-26 are presented for further examination.

Independent claims 1, 7, 9, 12, 20, and 26 have been amended.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in
> section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are
> such that the subject matter as a whole would have been obvious at the time the invention was made to a person
> having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the
> manner in which the invention was made.

1.   Claims 1, 3-6 are rejected under 35 U.S.C. 103(a) as being unpatentable over Zhu et al. (U.S.

Patent Number 6,691,154, hereinafter "Zhu") and Powderly et al. (U.S. Patent Number

6,560,641, hereinafter "Powderly") and Sarin et al. ("Computer-based real-time conferencing

systems", hereinafter "Sarin").

In considering claims 1, 4, and 5 Zhu discloses a method for managing a plurality of

console devices over a network, comprising the steps of:

- ❏ providing a plurality of console devices interconnected over a hardwired network

    (Col 2, lines 63-65);

- ❏ checking an availability of one of the console devices (Col 4, lines 1-6);

- ❏ requesting a shared session of the checked console device (Col 4, lines 5 -6);

- ❏ starting the shared session (Col 3, lines 55-58) via an addressable connection (Col 3, lines 54-55);

- ❏ accessing the console device on a peer to peer basis over the hardwired network during the shared session (Col 5, lines 42-47).

- ❏ performing system console access of the console device (Col 5, lines 42-47),

- ❏ wherein the software layer of the console device can be accessed (Col 5, lines 42-47).

In considering accessing the hardware layer of the console device, Zhu fails to disclose a user is capable of accessing the hardware layer of a console device. However, it was well known in the art at the time of the invention to remotely control both the hardware and software layers of console device, as evidenced by Powderly. In an analogous art, Powderly discloses remotely controlling a console device where both the hardware and software layers of the console device can be accessed through an adapter card placed in the console device (Powderly Col 5, lines 33-43). In the Powderly system remote access functionality is not provided by any software running within OS but rather through the adapter card placed within the console device. Zhu discloses that remote access console access may be provided through either *hardware*, software and/or a combination of the two (Zhu Col 6, lines 65-67 and Col 8, lines 6-13). It would have been obvious to one of ordinary skill in the art at the time of the invention to include the adapter card disclosed by Powderly within the Zhu system since Zhu discloses remote console access can be through hardware (Zhu Col 6, lines 65-67) and further such a configuration allows for remote control of the console device even when the operating system of the console device is unavailable (Powderly Col 5, lines 38-43).

In considering the creation of shared remote control sessions, while Zhu discloses a method for requesting a shared session of the checked console device, Zhu fails to disclose requesting a shared session of the checked console device from *a current user* of the console device. However, it is widely known in the art that there are various methods for creating collaborative-shared sessions as evidenced by Sarin. Sarin discloses a collaboration system where users request to join a collaborative-shared session and the request is approved or denied by a participant in the currently in the session (Sarin pg 38, Col 1, ¶ 1). Thus, given the teachings of Sarin, it would have been obvious to one of ordinary skill in the art to design the Zhu system to allow a user already connected to a console device to accept or reject another user's request for a shared session, in order to allow a user already connected to a console device to restrict access to the shared session on a case by case basis.

In considering claim 3, Zhu discloses the method of claim 1, where the shared session is started from a remote location (Col 2, lines 19-21).

2. In considering claim 6, Zhu discloses the method of claim 7 wherein the console devices are computer systems (Col 2, lines 19-21).

3. Claims 2 and 7-8 are rejected under 35 U.S.C. 103(a) as being unpatentable over Zhu et al. (U.S. Patent Number 6,691,154, hereinafter "Zhu") and Powderly et al. (U.S. Patent Number 6,560,641, hereinafter "Powderly") and Isfeld et al. (U.S. Patent Number 5,483,640, hereinafter "Isfeld") and Sarin et al. ("Computer-based real-time conferencing systems", hereinafter "Sarin").

In considering claims 2 and 7-8, Zhu discloses a method for managing a plurality of console devices over a network, comprising the steps of:

- providing a plurality of console devices interconnected over a network (Col 2, lines 63-65);

- checking an availability of one of the console devices (Col 4, lines 1-6);

- requesting a shared session of the checked console device (Col 4, lines 5 -6);

- starting the shared session (Col 3, lines 55-58) via an addressable connection (Col 3, lines 54-55);

- accessing the console device on a peer to peer basis over the network during the shared session (Col 5, lines 42-47).

- performing system console access of the console device (Col 5, lines 42-47).

- wherein the software layer of the console device can be accessed (Col 5, lines 42-47).

In considering accessing the hardware layer of the console device, Zhu fails to disclose a user is capable of accessing the hardware layer of a console device. However, it was well known in the art at the time of the invention to remotely control both the hardware and software layers of console device, as evidenced by Powderly. In an analogous art, Powderly discloses remotely controlling a console device where both the hardware and software layers of the console device can be accessed through an adapter card placed in the console device (Powderly Col 5, lines 33-43). In the Powderly system remote access functionality is not provided by any software running within OS but rather through the adapter card placed within the console device. Zhu discloses that remote access console access may be provided through either *hardware*, software and/or a

combination of the two (Zhu Col 6, lines 65-67 and Col 8, lines 6-13). It would have been

obvious to one of ordinary skill in the art at the time of the invention to include the adapter card

disclosed by Powderly within the Zhu system since Zhu discloses remote console access can be

through hardware (Zhu Col 6, lines 65-67) and further such a configuration allows for remote

control of the console device even when the operating system of the console device is

unavailable (Powderly Col 5, lines 38-43).

In considering hybrid networks, while Zhu discloses a method for managing a plurality of

console devices over a network as discussed above, Zhu fails to discuss the use of a *hybrid*

network. However, the use of various network connections such as Ethernet, serial, etc.

connected in a hybrid form is well known in the art as evidenced by Isfeld. Isfeld discloses a

hybrid network system (Col 4, line 56) that uses numerous network connections including serial

port networks (Col 4, line 62 – Col 5, line 4). Thus, given the teaching of Isfeld, it would have

been obvious to one of ordinary skill in the art to design the Zhu system to incorporate various

network connections in a hybrid form, in order to accommodate multiple networking and console

devices which use different types of network interfaces given that Zhu discloses that the system

can be implemented using other computer systems and/or computer architectures (Zhu Col 7,

lines 9-10).

In considering the creation of shared remote control sessions, while Zhu discloses a

method for requesting a shared session of the checked console device, Zhu fails to disclose

requesting a shared session of the checked console device from *a current user* of the console

device. However, it is widely known in the art that there are various methods for creating

collaborative-shared sessions as evidenced by Sarin. Sarin discloses a collaboration system

where users request to join a collaborative-shared session and the request is approved or denied by a participant in the currently in the session (Sarin pg 38, Col 1, ¶ 1). Thus, given the teachings of Sarin, it would have been obvious to one of ordinary skill in the art to design the Zhu system to allow a user already connected to a console device to accept or reject another user's request for a shared session, in order to allow a user already connected to a console device to restrict access to the shared session on a case by case basis.

In considering claim 8, Zhu discloses the method of claim 7 wherein the console devices are computer systems (Col 2, lines 19-21).

4.   Claims 9-11 are rejected under 35 U.S.C. 103(a) as being unpatentable over Zhu et al. (U.S. Patent Number 6,691,154, hereinafter "Zhu") and Powderly et al. (U.S. Patent Number 6,560,641, hereinafter "Powderly") and Isfeld et al. (U.S. Patent Number 5,483,640, hereinafter "Isfeld") and Thompson et al. (U.S. Patent Application Publication Number 2002/0075303, hereinafter "Thompson").

In considering claims 9-11, Zhu discloses a method for managing a plurality of console devices over a network, comprising the steps of:

- providing a plurality of console devices interconnected over a hardwired network (Col 2, lines 63-65);

- requesting a shared session of one of the console devices (Col 4, lines 5 -6);

- starting the shared session (Col 3, lines 55-58) via an addressable connection (Col 3, lines 54-55);

☐   accessing the console device on a peer to peer basis over the network during the

      shared session (Col 5, lines 42-47)

☐   wherein the software layer of the console device can be accessed (Col 5, lines 42-

      47).

In considering accessing the hardware layer of the console device, Zhu fails to disclose a

user is capable of accessing the hardware layer of a console device. However, it was well known

in the art at the time of the invention to remotely control both the hardware and software layers

of console device, as evidenced by Powderly. In an analogous art, Powderly discloses remotely

controlling a console device where both the hardware and software layers of the console device

can be accessed through an adapter card placed in the console device (Powderly Col 5, lines 33-

43). In the Powderly system remote access functionality is not provided by any software running

within OS but rather through the adapter card placed within the console device. Zhu discloses

that remote access console access may be provided through either *hardware*, software and/or a

combination of the two (Zhu Col 6, lines 65-67 and Col 8, lines 6-13). It would have been

obvious to one of ordinary skill in the art at the time of the invention to include the adapter card

disclosed by Powderly within the Zhu system since Zhu discloses remote console access can be

through hardware (Zhu Col 6, lines 65-67) and further such a configuration allows for remote

control of the console device even when the operating system of the console device is

unavailable (Powderly Col 5, lines 38-43).

In considering hardwired serial port networks, while Zhu discloses a method for

managing a plurality of console devices over a network as discussed above, specifically over an

addressable IP-based network such as the internet (Col 3, lines 54-55), Zhu fails to discuss the

use of a *hardwired serial port network.* However, the use of various network connections such

as Ethernet, serial, etc. connected in a hybrid form is well known in the art as evidenced by

Isfeld. Isfeld discloses a hybrid network system (Col 4, line 56) that uses numerous network

connections including serial ports (Col 4, line 62 – Col 5, line 4). Thus, given the teaching of

Isfeld, it would have been obvious to one of ordinary skill in the art to design the Zhu system to

incorporate a hybrid of network connections, including Ethernet and serial port networks, in

order to accommodate multiple networking and console devices which use different types of

network interfaces given that Zhu discloses that the system can be implemented using other

computer systems and/or computer architectures (Zhu Col 7, lines 9-10).

In considering the creation of shared remote control sessions, while Zhu discloses a

method for requesting a shared session of one of the console devices, Zhu fails to disclose *a*

current user of one of the console devices inviting a new user to join a shared session of the

console device. However, it is widely known in the art that there are various methods for

creating collaborative-shared sessions as evidenced by Thompson. Thompson discloses a

collaboration method where a user in a collaborative shared session invites other users to join the

shared session (Thompson ¶115, lines 16-21). Thus, given the teachings of Thompson, it would

have been obvious to one of ordinary skill in the art to design the Zhu system to allow a user

already connected to a console device to invite another user into a shared session, in order to

allow a user already connected to a console device to notify other users that a shared session

exits and that their presence is requested.

5. Claims 12, 15-18, 20, 21-22, and 24 are rejected under 35 U.S.C. 103(a) as being

unpatentable over Paroz et al. (U.S. Patent Number 6587125, hereinafter "Paroz") and Powderly

et al. (U.S. Patent Number 6,560,641, hereinafter "Powderly").

In considering claims 12 and 20, Paroz discloses a system for managing a console device

in a network, comprising:

- a system server (web server) (Col 7, line 50);

- a terminal concentrator server connected to the system server (mediator) (Col 7,

    line 49);

- a console device connected to the multiplexer (first computing device 17) (Col 7,

    line 53);

- a program product stored on the system server for allowing users to open a shared

    session and access the console device (mediator) (Col 7, line 49);

- wherein the software layer of the console device can be accessed (Col 5, lines 42-

    47).

In considering accessing the hardware layer of the console device, Paroz fails to disclose

a user is capable of accessing the hardware layer of a console device. However, it was well

known in the art at the time of the invention to remotely control both the hardware and software

layers of console device, as evidenced by Powderly. In an analogous art, Powderly discloses

remotely controlling a console device where both the hardware and software layers of the

console device can be accessed through an adapter card placed in the console device (Powderly

Col 5, lines 33-43). In the Powderly system remote access functionality is not provided by any

software running within OS but rather through the adapter card placed within the console device

which allows for control of the hardware layer. It would have been obvious to one of ordinary skill in the art at the time of the invention to include the adapter card disclosed by Powderly within the Paroz system since such a configuration allows for remote control of the console device even when the operating system of the console device is unavailable (Powderly Col 5, lines 38-43).

Although, Paroz does not expressly state a multiplexer, the functionality and use of multiplexers in a computer network is well know in the art. It would have been obvious to one of ordinary skill in the art at the time of invention to include a multiplexer in the network between the terminal concentrator and the console device in order to reduce the number of connections needed between the console devices and server.

In considering claims 15 and 24, Paroz discloses that the system server and console devices are connected via an addressable connection (Col 7, line 54). It is inherent that any added networking components in the system, such as a multiplexer as described above, would be connected via an addressable connection, since Paroz uses addressable connections end to end in his system (Col 7, lines 47-54).

In considering claims 16 and 22, Paroz discloses the systems of claims 12 and 20 wherein the console device is a computer system (Col 6, line 65).

In considering claims 17 and 21, Paroz discloses the systems of claims 12 and 20 wherein the shared session is opened via an addressable connection (Col 7, lines 48-51).

In considering claim 18, Paroz discloses the system of claim 1, wherein the console device is accessed by the users on a peer to peer basis (Col 7, lines 1-4).

6. Claims 13-14, and 23 are rejected under 35 U.S.C. 103(a) as being unpatentable over Paroz

et al. (U.S. Patent Number 6587125, hereinafter "Paroz") and Powderly et al. (U.S. Patent

Number 6,560,641, hereinafter "Powderly") as applied to claims 12 and 20 above, and in further

view of Isfeld et al. (U.S. Patent Number 5,483,640, hereinafter "Isfeld").

In considering claims 13-14 and 23, while Paroz discloses a method for managing a

plurality of console devices over a network as discussed above, specifically over an addressable

IP-based network (Col 7, lines 47-54), Paroz fails to discuss the use of a *serial port network*.

However, the use of various network connections such as Ethernet, serial, etc. is well known in

the art as evidenced by Isfeld. Isfeld discloses a hybrid network system (Col 4, line 56) that uses

numerous network connections including serial ports (Col 4, line 62 – Col 5, line 4). Thus, given

the teaching of Isfeld, it would have been obvious to one of ordinary skill in the art to design the

Paroz system to incorporate a variety of network connections, including serial port networks, in

order to accommodate multiple networking and console devices which use different types of

network interfaces.

7. Claims 19, 25, and 26 are rejected under 35 U.S.C. 103(a) as being unpatentable over Paroz

et al. (U.S. Patent Number 6587125, hereinafter "Paroz") and Powderly et al. (U.S. Patent

Number 6,560,641, hereinafter "Powderly") as applied to claims 12 and 20 above, and in further

view of:

  ❑ Isfeld et al. (U.S. Patent Number 5,483,640, hereinafter "Isfeld");

  ❑ Sarin et al. ("Computer-based real-time conferencing systems", hereinafter "Sarin").

□   Thompson et al. (U.S. Patent Application Publication Number 2002/0075303,

hereinafter "Thompson").

In considering serial port networks, while Paroz discloses a method for managing a

plurality of console devices over a network as discussed above, specifically over an addressable

IP-based network (Col 7, lines 47-54), Paroz fails to discuss the use of a *serial port network.*

However, the use of various network connections such as Ethernet, serial, etc. is well known in

the art as evidenced by Isfeld. Isfeld discloses a hybrid network system (Col 4, line 56) that uses

numerous network connections including serial ports (Col 4, line 62 – Col 5, line 4). Thus, given

the teaching of Isfeld, it would have been obvious to one of ordinary skill in the art to design the

Paroz system to incorporate a variety of network connections, including serial port networks, in

order to accommodate multiple networking and console devices which use different types of

network interfaces.

In considering the creation of shared remote control sessions, while Paroz discloses a

method for requesting a shared session of one of the console devices (Col 10, lines 54-58), Paroz

fails to disclose *a current user* of one of the console devices inviting a new user to join a shared

session of the console device. However, it is widely known in the art that there are various

methods for creating collaborative-shared sessions as evidenced by Thompson. Thompson

discloses a collaboration method where a user in a collaborative shared session invites other

users to join the shared session (Thompson ¶115, lines 16-21). Thus, given the teachings of

Thompson, it would have been obvious to one of ordinary skill in the art to design the Paroz

system to allow a user already connected to a console device to invite another user into a shared

session, in order to allow a user already connected to a console device to notify other users that a shared session exits and that their presence is requested.

In further considering the creation of shared remote control sessions, Paroz fails to disclose requesting a shared session of a console device from *a current user* of a console device. However, it is widely known in the art that there are various methods for creating collaborative-shared sessions as evidenced by Sarin. Sarin discloses a collaboration system where users request to join a collaborative-shared session and the request is approved or denied by a participant in the currently in the session (Sarin pg 38, Col 1, ¶ 1). Thus, given the teachings of Sarin, it would have been obvious to one of ordinary skill in the art to design the Paroz system to allow a user already connected to a console device to accept or reject another user's request for a shared session, in order to allow a user already connected to a console device to restrict access to the shared session on a case by case basis.

Therefore Paroz and Powderly in view of Isfeld, Sarin, and Thompson discloses a program product stored on a recordable medium for managing a plurality of console devices interconnected over a hardwired serial port network, which when executed, comprises:

- □ program code configured to access one of a plurality of console devices (Paroz, mediator Col 7, line 49) on a peer to peer basis (Col 7, lines 1-4) over a hardwired serial port network (Isfeld Col 4, line 64);

- □ program code configured to invite a user to join a shared session of one of a plurality of console devices (Thompson ¶115, lines 16-21) interconnected over a hardwired serial port network (Isfeld Col 4, line 64);

- ❑ program code configured to request a shared session from a current user of one of

    a plurality of console devices (Sarin pg 38, Col 1, ¶ 1) interconnected over a

    hardwired serial port network (Isfeld Col 4, line 64);

- ❑ program code configured to delegate control of a console device during a shared

    session (Paroz, Col 10, lines 64-67);

- ❑ and program code configured to regain delegated control of a console device

    (Paroz, Col 10, lines 64-67) and (Sarin pg 38 Col 1, last ¶ completed in Col 2).

    Paroz does not explicitly state regaining delegated control however Sarin does

    explicitly state such delegation through a chairperson.

- ❑ wherein both the hardware and software layer of the console device can be

    accessed (Powderly Col 5, lines 33-43).

Response to Arguments

In response to Applicant's request for reconsideration filed on 2/7/2005, the following

factual arguments are noted:

- a. Zhu, Paroz, Isfeld, Sarin, and Thompson all fail to teach remotely accessing

    both the hardware and software layer of a remote console device.

- b. Zhu fails to suggest accessing the console device on a peer to peer basis.

In considering (a), Examiner agrees with Applicant, however the argument is moot in

view of new grounds of rejection.

In considering (b), Examiner respectfully disagrees with Applicant. Both the claimed

invention and Zhu similarly connect through a server to a remote console device for remote

control, system server 11 in the claim invention and remote conferencing server 11 in Zhu. Both

implementations employ a client server architecture, thus both fail to establish a true peer to peer

connection. Applicant is encouraged to refer to figure 1 of Zhu and figure 1 of the claimed

invention which show the analogous architectures utilized.

Conclusion

The prior art made of record, in PTO-892 form, and not relied upon is considered

pertinent to applicant's disclosure. In particular U.S. Patent Application Publications

2002/0111999 and 2004/0049524 explicitly read on the claimed invention.

Applicant's amendment necessitated the new ground(s) of rejection presented in this

Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a).

Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE

MONTHS from the mailing date of this action. In the event a first reply is filed within TWO

MONTHS of the mailing date of this final action and the advisory action is not mailed until after

the end of the THREE-MONTH shortened statutory period, then the shortened statutory period

will expire on the date the advisory action is mailed, and any extension fee pursuant to 37

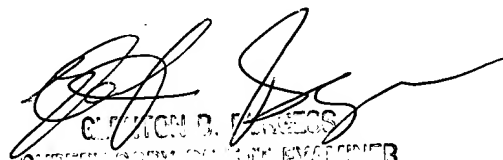CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event,

however, will the statutory period for reply expire later than SIX MONTHS from the date of this

final action.

Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Sean Reilly whose telephone number is 571-272-4228. The

examiner can normally be reached on M-F 8-5.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, Glen Burgess can be reached on 571-272-3949. The fax phone number for the

organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent

Application Information Retrieval (PAIR) system. Status information for published applications

may be obtained from either Private PAIR or Public PAIR. Status information for unpublished

applications is available through Private PAIR only. For more information about the PAIR

system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR

system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

3/4/2005